Strength Test

Roll from 1 to 1000

- If you rolled from 1 to 500, your score is rolled from 1 to 5
- If you rolled from 501 to 800, your score is rolled from 1 to 8 then +2
- If you rolled from 800 to 920, your score is rolled from 1 to 18 then +2
- If you rolled from 920 to 960, your score is rolled from 1 to 21 then +2
- If you rolled from 960 to 980, your score is rolled from 1 to 28 then +2
- If you rolled from 980 to 990, your score is rolled from 1 to 40 then +3
- If you rolled from 990 to 997, your score is rolled from 1 to 60 then +3
- If you rolled 998, your score is rolled from 1 to 80
- If you rolled 999, your score is rolled from 1 to 80 then +10
- If you rolled 1000, your score is rolled from 1 to 80 then +20

Now for the prizes:

- If your score is from 1 to 10, you get 1 to 50 NPs or one item from type Spooky Food with rarity from 1 to 60
- If your score is from 11 to 20, you get from 200 to 300 NPs
- If your score is from 21 to 30, you get one item from type Spooky Food with rarity from 1 to 80
- If your score is from 31 to 40, you roll from 1 to 100
    - If you rolled from 1 to 39, you get Meowclops Pillow
    - If you rolled from 40 to 64, you get Meepit Poster
    - If you rolled from 65 to 84, you get Brown Evil Fuzzle
    - If you rolled from 85 to 94, you get Red Snorg
    - If you rolled from 95 to 100, you get Mummified Negg
- If your score is from 41 to 50, you roll from 1 to 100
    - If you rolled from 1 to 19, you get Weakling Badge
    - If you rolled from 20 to 29, you get Test Your Strength T-Shirt
    - If you rolled from 30 to 39, you get Test Your Strength Mug
    - If you rolled from 40 to 49, you get Baby Fireball Lamp
    - If you rolled from 50 to 59, you get Bag of Halloween Sweets
    - If you rolled from 60 to 69, you get Drugal
    - If you rolled from 70 to 79, you get Droolik
    - If you rolled from 80 to 89, you get Gnar
    - If you rolled from 90 to 100, you get Trunali
- If your score is from 51 to 60, you get one item from type Spooky Food with rarity from 1 to 99 (Supposed to be rarity 81 to 99)
- If your score is from 61 to 80, you roll from 1 to 100
    - If you rolled from 1 to 39, you get Intesteen
    - If you rolled from 40 to 64, you get Jowlard
    - If you rolled from 65 to 84, you get Zomutt
    - If you rolled from 85 to 100, you get Goople
- If your score is from XXXXX, you get Halloween Paint Brush
- If your score is from 81 to 90, you roll from 1 to 100
    - If you rolled from 1 to 39, you get Mound of Grulb

    - If you rolled from 40 to 64, you get Crypt of Spaghetti
    - If you rolled from 65 to 84, you get Knuckle Sandwich
    - If you rolled from 85 to 100, you get Brainburger

- If your score is from 91 to 99, you get the Jackpot or 1,000,000 NP, whichever is the lowest
- If your score is 100, you get Jackpot times 10 or 2,000,000 NP, whichever is the lowest

Now, the condition for the Halloween Paint Brush and the condition before it are both `} else if ($val<81) {` which means the condition for the Halloween Paint Brush is never evaluated.

As you might see it goes from `51 to 60` to `61 to 80`, this is because `Intesteen`,`Jowlard`,`Zomutt`,`Goople` should be awarded from `61 to 70` and `Halloween Paint Brush` from `71 to 80`, but whoever coded it messed up.

Coconut Shy

Roll from 1 to 1000

Have a base of 300, if you're using the halloween theme have a base of 200.

- If you rolled equal to or less than base you failed.
- If you rolled from base+1 to 850, you got 50 NP
- If you rolled from 851 to 999, you got 300 NP
- If you rolled from 1000, roll from 1 to 100

    - If you rolled 1, you get 500,000 NP
    - if you rolled from 2 to 100, you get 10,000 NP and the avatar
    - You also get a Coconut

        - Get length from Coco List Below (`length = 23`)
        - 1 out of 2000 times, cap coconut list at `length = 14`
        - 1 out of 5000 times, cap coconut list at `length = 18`
        - 1 out of 7000 times, cap coconut list at `length = 23`
        - Roll from 1 to `length` and pick that coconut

Coconut Prizes List:

1. Angry Evil Coconut
2. Sinister Evil Coconut
3. Ugly Evil Coconut
4. Screaming Evil Coconut
5. Horned Evil Coconut
6. Infernal Evil Coconut
7. Burning Evil Coconut
8. Mini Evil Coconut
9. Silent Evil Coconut
10. Monstrous Evil Coconut
11. Stitched Evil Coconut
12. Painted Evil Coconut

13. Hairy Evil Coconut
14. Tusked Evil Coconut
15. Golden Evil Coconut
16. Damaged Evil Coconut
17. Scorched Evil Coconut
18. Light Brown Evil Coconut
19. Wailing Evil Coconut
20. One Eyed Evil Coconut
21. Vicious Evil Coconut
22. Moaning Evil Coconut
23. Sliced Evil Coconut

Yes, you start with the full list as possible prizes and in super rare cases the list gets shorter (Best coconuts are supposedly to the end of the list...).

Bagatelle

If using the Halloween Theme you pay only 225 NP to play.

Roll 1 to 1,000,000

- If you roll 1, your mootix lands on the slot 16 and you get the jackpot
- If you roll 9, your mootix lands on the slot 15 and you get 0 NPs and a random item from Tier 4
- If you roll from 10 to 30, your mootix lands on the slot 14 and you get 0 NPs and a random item from Tier 3
- If you roll from 31 to 70, your mootix lands on the slot 13 and you get 0 NPs and a random item from Tier 2
- If you roll from 71 to 200, your mootix lands on the slot 12 and you get 0 NPs and a random item from Tier 1
- If you roll from 201 to 500, your mootix lands on the slot 11 and you get 20,000 NPs
- If you roll from 501 to 1000, your mootix lands on the slot 10 and you get 10,000 NPs
- If you roll from 1001 to 2000, your mootix lands on the slot 9 and you get 5,000 NPs
- If you roll from 2001 to 4000, your mootix lands on the slot 8 and you get 4,000 NPs
- If you roll from 4001 to 10000, your mootix lands on the slot 7 and you get 3,000 NPs
- If you roll from 10001 to 25000, your mootix lands on the slot 6 and you get 2,000 NPs
- If you roll from 25001 to 50000, your mootix lands on the slot 5 and you get 1,000 NPs
- If you roll from 50001 to 100000, your mootix lands on the slot 4 and you get 250 NPs
- If you roll from 100001 to 250000, your mootix lands on the slot 3 and you get 50 NPs
- If you roll from 250001 to 500000, your mootix lands on the slot 2 and you get 5 NPs
- If you roll from 500001 to 1000000, your mootix lands on the slot 1 and you get 0 NPs

Prizes on Tier 1 are rolled from 1 to 46366 (All items)

Prizes on Tier 2 are rolled from 1 to 1595 (14 first items)

Prizes on Tier 3 are rolled from 1 to 19 (5 first items)

Prizes on Tier 4 are rolled from 1 to 6 (3 first items)

Prize List:

Prize	Weight
Bagatelle Bean Bag	1
Bagatelle Petpet Bowl	2
Bagatelle Plushie	3
How To Cheat At Bagatelle	5
Mootix Backpack	8
I Played Bagatelle T-shirt	13
Bagatelle Treasure Chest	21
Bagatelle Lunch Box	34
Bagatelle Joke Book	55
Bagatelle Mootix Cap	89
Gummy Apple Mootix	144
Bagatelle Jigsaw Puzzle	233
Bagatelle Notebook	377
Mootix Marbles	610
Bagatelle Mootix Ball	987
Bagatelle Ruler	1597
Mootix Keyring	2584
Bagatelle Bracelets	4181
Bagatelle Whistle	6765
Bagatelle Purse	10946
Bagatelle Colouring Pencils	17711

Cork Gun Gallery

If you hit a rare prize you get it 1 out of 20 times.

If you hit a regular prize you get it 1 out of 10 times.

How is it determined if you hit a prize or not? Must be like Coconut Shy since it came before the Cork Gun Gallery, right?

Right?

No, `/halloween/process_corkgun.phtml?success={1-19}` whatever you put on success is the item you hit.

Prize List

1. Strawberry Achyfi
2. Blueberry Achyfi
3. Raspberry Achyfi
4. Lime Achyfi

5. Elderberry Achyfi
6. Banana Achyfi
7. Chocolate Achyfi
8. Prawn Cocktail Achyfi
9. Jumbleberry Achyfi
10. Chocolate Gum Drops
11. Salted Seaweed
12. Kiwi-Pear Gummies
13. Pineapple Tarts
14. Fruit-N-Fudge Crisps
15. Artificially Flavoured Blueberry Snacks
16. Artificially Flavoured Strawberry Snacks
17. Prawn Delight
18. Fruit Beans
19. Artificially Flavoured Banana Snacks

Alien Aisha Vending Machine

Let's have prize_value = 0

Add to prize_value the position of your nerkmid times 9:

Lesser Nerkmid
Average Nerkmid
Good Nerkmid
Super Nerkmid
Ultra Nerkmid
Ultimate Nerkmid
Aluminium Nerkmid
Copper Nerkmid
Basic Golden Nerkmid
Normal Golden Nerkmid
Magical Golden Nerkmid
Ultra Golden Nerkmid
Basic Platinum Nerkmid
Normal Platinum Nerkmid
Ultra Platinum Nerkmid
Magical Platinum Nerkmid
Golden Nerkmid X
Golden Nerkmid XX
Platinum Nerkmid X
Platinum Nerkmid XX

Then substract from prize_value 10 Then add to prize_value a random amount from 1 to 20 Then add to prize_value your lever pulls * 2 (max of 14, so 7 lever pulls)

If you pushed large button 1 halve your prize_value. If you pushed large button 3 multiply by 3 then halve that.

50% of the times add 5 to prize_value 33.33% of the times substract 8 from prize_value 25% of the times add 12 to prize_value

Now to calculate NPs gained:

Start with a random amount from 1 to 100 NPs
Roll 1 to 50, if prize_value is higher multiply NPs gained by 2.
Roll 1 to 100, if prize_value is higher multiply NPs gained by 2.
Roll 1 to 150, if prize_value is higher multiply NPs gained by 2.
Roll 1 to 200, if prize_value is higher multiply NPs gained by 2.
If prize_value is higher than 50, add a random amount from 1 to 100 NPs.
If prize_value is higher than 75, add a random amount from 1 to 400 NPs.
If prize_value is higher than 90, add a random amount from 1 to 900 NPs.
If prize_value is higher than 60 add 5,000 NPs 5% of the times.
If prize_value is higher than 75 add 10,000 NPs 4% of the times.
If prize_value is higher than 80 add 15,000 NPs 3% of the times.
If prize_value is higher than 85 add 20,000 NPs 2% of the times.
If prize_value is higher than 90 add 25,000 NPs 1% of the times.
If prize_value is higher than 110 add 25,000 NPs 1% of the times.
If prize_value is higher than 130 add 25,000 NPs 1% of the times.

(These conditions are checked individually, so not if elses but individual ifs for each condition)

Now prize_value is constrained to being between 1 and 100.

Roll from 1 to 20.

If you rolled from 1 to 14 you get gross food with rarity between prize_value-25 and 100 (inclusive, there's no r100 gross food though)
If you rolled from 15 to 17 you get a nerkmid with rarity under 105.
If you rolled 18 or 19 you get a fading bottled faerie, yeah...
If you rolled 20 you get an item with "Paint Brush" in it's name and rarity 150 or under.

Button Presses and Small Button do nothing.

Coltzan's Shrine Odds

How prizes are decided:

Start with a random prize value between 1 and 7

1 out of 6 times add between 1 and 12 to prize value, do this 3 times.

If it's the 15th day of the month add between 1 and 12 to prize value 1 out of 5 times.

Now check the hour:

- At 00 add 6 to prize value
- At 01 add 5 to prize value
- At 02 add 5 to prize value
- At 03 add 4 to prize value
- At 04 add 4 to prize value
- At 05 add 3 to prize value

- At 06 add 3 to prize value
- At 07 add 2 to prize value
- At 08 add 2 to prize value
- At 09 add 1 to prize value
- At 10 add 1 to prize value
- At 11 add 0 to prize value
- At 12 add 0 to prize value
- At 13 add 0 to prize value
- At 14 add 1 to prize value
- At 15 add 1 to prize value
- At 16 add 2 to prize value
- At 17 add 2 to prize value
- At 18 add 3 to prize value
- At 19 add 3 to prize value
- At 20 add 4 to prize value
- At 21 add 4 to prize value
- At 22 add 5 to prize value
- At 23 add 5 to prize value

The following are not exclusive but cumulative (So 200 int gets you +6 to prize value)

- If active pet intelligence is over 40 add 1 to prize value
- If active pet intelligence is over 75 add 1 to prize value
- If active pet intelligence is over 95 add 1 to prize value
- If active pet intelligence is over 140 add 1 to prize value
- If active pet intelligence is over 175 add 1 to prize value
- If active pet intelligence is over 200 add 1 to prize value

If active pet current HP is lower or equal than 10 add between 1 and 5 to prize value

Make sure prize value is between 1 and 59

Now for the prizes:

1. Nothing
2. Nothing
3. 1 of the following (Toasted Pyramibread,Scorched Sutek Muffin,Scorched Tut Trout,Scorched Pyramicake,Spoiled Sphinx Links,Rotten Puntec Fruit,Damaged Bagguss,Mangled Geopeppers,Ruined Ptolymelon) Scorched Suti Fruit, Scorched Chomato, Scorched Gobi Fruit, Scorched Pleto, Scorched Rhuby, Scorched Cheopple, Burnt Vinegar Dipped Kabob, Zonutuk Fruit Bowl, Sand Dabs.
4. Heal all pet
5. 1 of the following (Grackle Bug on a Stick, Grackle-Stuffed Turkey, Cheops Plant, Ummagine, Sutek Muffin, Mummified Pepper, Tchea Fruit, Sphinx Links, Pyramibread, Pyramicake), Cheopple, Pleto Melon, Gobi Fruit, Chomato, Suti Fruit, Rhuby Fruit, Desert Kabob.
6. If active pet's strength under 10+random (random being 1 to 5) you gain 1 strength, nothing if equal or over
7. If active pet's level under 10+random (random being 1 to 5) you gain 1 level, nothing if equal or over
8. If active pet's agility under 10+random (random being 1 to 10) you gain 1 agility, nothing if equal or over
9. If active pet's defence under 10+random (random being 1 to 10) you gain 1 defence, nothing if equal or over

10. Heal all pets
11. Between 1 and 400 NP
12. If active pet's strength under 30+random (random being 1 to 10) you gain 1 strength, nothing if equal or over
13. If active pet's level under 20+random (random being 1 to 10) you gain 1 level, nothing if equal or over
14. One Dubloon Coin
15. 1 of the following [Used to give Buried Scroll now it gives Coltzans Last Words], Ringed Scroll, A History of the Lost Desert, Lost Desert Architecture, Ancient Scarab Scroll, Deserted Desert Scroll.
16. If active pet's defence under 30+random (random being 1 to 20) you gain 1 defence, nothing if equal or over
17. Two Dubloon Coin
18. 1 int
19. If active pet's agility under 40+random (random being 1 to 20) you gain 1 agility, nothing if equal or over
20. Serf Lens
21. If active pet's level under 40+random (random being 1 to 10) you gain 1 level, nothing if equal or over
22. Coltzans Gem
23. If active pet's strength under 40+random (random being 1 to 10) you gain 1 to 3 strength, nothing if equal or over
24. Stone Shield
25. Ten Dubloon Coin
26. 1 or 2 int
27. Used to give Coltzan Plushie now it gives Royal Scarabug
28. Used to give Inflatable Krawk Island now it gives Sutekh Plushie
29. Expert Lens
30. 1 to 3 int
31. Coltzans Burning Gem
32. If active pet's level under 90+random (random being 1 to 10) you gain 1 level, nothing if equal or over
33. Used to give Wooden Shield now it gives King Coltzan Coin
34. 1 to 3 strength
35. Artisans Lens
36. Coltzans Ring
37. Twenty Dubloon Coin
38. 1 to 6 movement
39. Used to give Golden Shield now it gives Coltzans Shrine Coin
40. Used to give Coltzans Ghost Plushie now it gives Royal Wadjet
41. 1 to 6 defence
42. 1 to 6 int
43. Used to give How to Identify Poisons now it gives Sand Ball
44. Coltzans Necklace
45. 1 to 6 strength
46. Craftsmans Lens
47. Fifty Dubloon Coin
48. Knights Shield
49. 1 or 2 levels

50. Princely Lens
51. Coltzans Diadem
52. Kings Lens
53. 1 to 3 levels
54. Princely Shield
55. Coltzans Sceptre
56. 500,000 NP
57. Kings Shield
58. Kings Shield + 500,000 NP
59. 1,000,000 NP

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